ABSTRACT

5   The method consists of computing (E1-E4) a set of two-dimensional images in a three-dimensional geometrical space representing a virtual object from respective different viewpoints. The virtual object is represented by digital data stored in a computer. Holograms are computed (E5-E6) for the respective two-dimensional
10   images using a fast complex transform, such as a Fourier transform. The holograms are then juxtaposed (E7) to form a digital hologram of the object which is physically reproduced (E8) by a spatial light modulator. A three-dimensional image of the object is obtained by illuminating the spatial light modulator with a coherent source.

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